



the citadel®

Journal

issue 44

The Games Workshop magazine for dedicated Warhammer, 40K, and Blood Bowl players. £3.50/US\$6.95

KAZAK, KAZAK!

Dwarf Lords -
all the Dwarf Special Characters updated
Long Drong's Slayer Pirates
Globber

BLOOD BOWL MAGAZINE
New Lizardman Team

Harlequin Codex Expansion
Sentry Guns in Warhammer 40,000



High King Thorgrim Grudgebearer.



Burlok Damminson



Josef Bugman

DWARF LORDS

Originally painted by the 'Eavy Metal team



King Kazador



Slayer King Ungrim Ironfist



Runesmith Kragg
the Grim

All of these Dwarf special characters are still as much part of the Warhammer World as ever; even though they weren't included in the latest Dwarf Army book. Full rules are included on page 8. They are all still available through Mail Order.



Globber and crew, painted by Steve Weaver

EDITORIAL



Hello and welcome to Citadel Journal 44!

After the hit success of issue 43 I think we have another great issue of the magazine here, and a good hint at the shape of things to come for the Journal over the coming year.

If you're short, stocky*, and have a beard then this is your issue. It is something of a Dwarf special, and contains loads of useful material for Dwarf kings, new and old. The Dwarf archive opens up the dusty shelves of Mail Order to the light of day, in the hope of illuminating some gems from the past. Games Workshop has been making Dwarf miniatures since it began. Probably the second ever miniature sculpted was A Dwarf, so we have a lot of them in the archive. This gives Dwarf players a great variety of miniatures to draw on when collecting their armies. Hopefully this article will help give Dwarf players a few ideas on how to use older miniatures.

We know many Dwarf players will have the old Dwarf special characters in their army, so Gav has updated the rules for 6th edition Warhammer. The miniatures are still available (and great

miniatures they are too), so there is no reason for new players not to have an army led by King Kazador or Thorgrim Grudgebearer. Besides the Warhammer world just doesn't seem complete without Josef Bugman, who's been around since Warhammer Edition 1.

As if that wasn't enough, we have experimental rules for the Globlobber, and although the rules for Long Drong's Slayer Pirates were published in WD252, there wasn't space for the background, so here is the complete version!

For 40K we have Sentry guns. Rules for these will be in City Fight, but we have expanded them for use on any battlefield. There is also a Harlequin update, including some errata from the experimental codex in CJ 39, and some new units. Again these are experimental so your feedback is invaluable.

And last but not least, we have the first of what will be a regular feature, Blood Bowl magazine. Andy Hall has pulled together this section and a fine job he has done for a first timer.

Well, I hope you all enjoy this issue.

Warwick Kinrade

* stocky being the polite way of referring to a Dwarf's ample girth

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DWARF ARCHIVE

A review of Mail Order's archive Dwarf range. Intro by Jervis Johnson the rest by Warwick Kinrade. Miniatures provided by Steve Weaver and Glen Robinson.

Games Workshop has been making Citadel Miniatures for over twenty years now, and in that time we've built up an extensive back catalogue of old models which are no longer in the main Citadel range. Up until now it has been rather difficult to get hold of these old miniatures. Sometimes the moulds are so old and decrepit that they simply can't be used any longer, and sometimes the moulds have been put in 'deep storage' at one of our off-site warehouses. The later is especially the case for miniatures that are rarely asked for these days. Lastly, there are some old miniatures that we are no longer allowed to cast as our licensing agreement has run out.

All of this is a great shame, because there are some lovely models in the back catalogue range, many of which fit nicely with the current main range models. The problem is knowing which models are available and also which are worth having, as there are quite a few that are... well let's just say that don't match the current standard.

Anyway, for a while now we've been using the Journal to 'showcase' models from the back catalogue range that we

feel fit in well with the main range, and which are readily available. The Harlequin army list from Journal 39 is one example of this. However not all models in the back catalogue need new rules to go with them - many are perfectly nice models that can simply be used to add unique and characterful units to an army.

The purpose of this article is to showcase some of these back catalogue models, and explain how they can be used to add a bit of variety to a Warhammer Dwarf army. We're calling these models the 'Dwarf Archive Range' to differentiate them from the rest of the back catalogue. If you see any models here that you like, then you know that they will be available from Mail Order, and will remain available from Mail Order for the foreseeable future.

Let us know what you think of this article. Is it useful to you? Would you like to see similar articles for other armies. And if so email us with your comments and suggestions at fanatic@games-workshop.co.uk, or write to us at the usual address.

All the models in this review are available exclusively from Mail Order. See the advert at the end of the article (and elsewhere in this issue) for details of how to order and pictures of every model.

CLANSMEN

Variety is the spice of life they say, and it's true, well when it comes to Warhammer Regiments anyway. Whilst the plastic Dwarfs box set

provides you with the bulk of your Clansmen, the older metal models can be used to give a regiment a variety of equipment, weapons and helmets, to break the uniformity and make a unique regiment. You don't need many models, a few liberally sown through a regiment will add a lot of character, especially if you push most towards the front ranks (the bit your opponent sees). There is a vast horde of older Dwarf clansmen, with every weapon and helmet variation conceivable. Some are large and impressive enough to consider using as veterans to lead the regiment.



THUNDERERS AND CROSSBOWMEN

Currently if you want a regiment of crossbowmen then you'll have to use the plastic regiment box set and give them crossbows. This is great for the bulk of the troops, but the archive contains another 20 metal crossbowmen, some cast with crossbows, some with separate plug in crossbows. Like Clansmen they can give a regiment variety. They have a variety of hats and helmets, so if you wanted a





regiment all wearing floppy hats, or a more heavily armoured unit with chain mail and helmets it could be done.

The current range of Dwarfs contains 4 Thunderers, the archive provides you with 12 more. All are perfectly compatible with the new models giving a Dwarf player a choice of 16 models, again with various head gear and armour should you wish to differentiate units by their clothing and armour.



One immediate use beyond simple using these models in regiments is as sentries for surprise attack games. Many of them are standing with weapons at port arms, smoking pipes or drinking from mugs. These casual poses lend themselves nicely to be used as Dwarfs on guard duty, maybe defending a trade caravan or castle walls at night, such as in the Infiltrate scenario from the last Warhammer Seige supplement.

HEROES AND CHARACTERS



The older special characters are dealt with later in this issue, but not every (or even most) Dwarf armies are led by a special character, and the archive contains suitable models to be Dwarf Kings and generals. The Grudge of Drong had 4 characters, all had models sculpted and now provide the backbone of Dwarf characters. There is a General, (originally Drong), a Champion and a Runesmith. There is also a Dwarf Queen if you want one of your regiments or even your army to be led by a beardless woman!



Apart from the Grudge of Drong characters there are also several heroes and champions, all carrying impressively large rune weapons.

One other source of Dwarf characters are those from the origin Anvil of Power. The Runesmith and the hammer armed guardian would both be suitable as heroes.

CASUALTIES

Dead 'uns. I'm a big fan of dead guys in any war game. They somehow make the battlefield look complete, just by scattering a few about wherever an engagement has been fought suddenly the board starts to look like a battlefield. They make the tabletop look pretty, and that's a big plus in my book. Of course this is the most obvious use for casualties, but not the only use. Inventive players use dead 'uns as counters on the tabletop instead of cardboard. A counter can mark how many wounds a character model has taken, or the morale status of a regiment and enhance the look of a tabletop at the same time.



In skirmish games dead guys really come into their own as wounded men. Wounded men aren't entirely out of the battle, and in games of Mordheim wounded guys matter. You don't need casualties to play, they are the icing on the cake, but the icing is often the best bit!

LONGBEARDS AND IRONBREAKERS

Longbeards and Ironbreakers have been surpassed by the heavily armoured monsters of the current range, but there is still a use for these models. They are clearly more heavily armoured than clansmen, and in the army list clansmen can be equipped with heavy armour. Perfect, older



Ironbreakers and Longbeards stand in well for heavily armoured clansmen. Above is a picture of Glen Robinson's clansmen regiment, made up entirely from archive miniatures, and equipped with heavy armour in the game. Also note it is led by the Drong character miniature.

DRUNKEN DWARFS



All Dwarfs drink ale, and of course many would stagger into battle the worse for drink. In the archive you'll find several drunken Dwarfs, any of who could be added to the front rank of a regiment to add Dwarf favour to your army. The first scenario in the "Grudge of Drong" campaign pack actually had special rules for drunken dwarf regiments, and there is no reason why you couldn't include these rules in other games. A raid on a Dwarf drinking hall, with the drunken inhabitants acting in a random and entertaining manner (falling over, singing or monkey scrubbing goblins whilst claiming it is his best friend), is a possible scenario that instantly springs to mind when looking at these models.



So where does all the ale come from? Well where else but Bugman's Cart. If you

DRUNKEN DWARFS RULE

Drunken Dwarfs are brave to point of utter recklessness. They are immune to Panic. Another effect of the ale is that a drunken Dwarf unit shambles forwards as an undisciplined mob, stopping occasionally to throw up. At the start of each Dwarf turn, after declaring charges but before any other actions, roll one dice for each drunken Dwarf unit and consult the table below. If they blunder into an enemy they are assumed to have charged them, even if a charge was not declared. After Dwarfs have moved under the influence of alcohol, they may move as normal assuming that they haven't stopped to puke.

Dice Roll Drunken Behaviour

- | | |
|-----|--|
| 1 | The Dwarf unit does not move all this turn. Instead they all stop to puke, lie down or hold their heads muttering "I must keep off the Bugmans before a battle". The unit may still shoot or fight, but are at -1 to hit until their next drunken behaviour roll. |
| 2-3 | The Dwarfs don't do anything odd this turn. They can move as normal. |
| 4-6 | Eager to get to grips with the foe, the Dwarfs stagger forward 1" towards the enemy in a drunken rage, shouting insults. Add 1 more inch for each rank in the unit (up to a maximum of 4") to represent the Dwarfs at the back pushing the others forward. This move is made before normal movement. |



want to represent a Dwarf baggage train or supply convoy in your games then look no further. Vital ale supplies would make a fitting objective to any battle involving Dwarfs. Breaking through an enemy ambush to get ale supplies through to the army might be one battle in a campaign. Failure would have dire effects on the Dwarfs morale in later games.

WACKY STUFF AND EXTRAS

The extensive Citadel archive of Dwarfs contains some wacky, weird and wonderful models. Not all to be taken too seriously, but the more adventurous Dwarf commander might find a place for them in his army. They could be used as part of command diorama's, as objectives for special scenarios or as comical additions to regiments to raise a chuckle from an opponent, before you wipe the smile off his face by beating his army bloody!

Firstly there are Dwarf Engineers. They could be used as characters to lead a miner unit, or just as troops to add variety to a regiment. The first is carrying the all important ale mugs.

The second is carrying dynamite, now I'm sure we can all think of lots of scenario special rules for dynamite! The third has pincers, for working at the forge or removing rotten teeth.

To accompany the Engineers are Dwarf tools. These have great modelling

potential, to add details to a diorama, to lean against the side of Dwarf buildings, or to glue onto the backs of Dwarf Miners or Rangers. It is easy to imagine that no self respecting Ranger would take to the battlefield without his shovel or favourite pickaxe!

Other wacky stuff includes an old Dwarf wizard! Yes we know there are no such thing as Dwarf wizards in the Warhammer World, but the model makes a great wise old Dwarf. He could be the Kings ageing advisor, offer such sage advice as "it wasn't like this in my day!", or "You don't want to deploy like that, you want to deploy like this". Rescuing the Dwarf King's ancestor is good background for a battle, and this model makes the perfect Dwarf granddad!

You'll also find in the archive a Dwarf runner, a map reader (to give the runner directions?) and a merchant. Any of these could be used as part of a scenario sub-plot, maybe the runner must carry a message through enemy lines, or the merchant leads an important trade convoy, or has lots of gold, making him a prime target for enemy looters.

And finally, wackiest of all must be the Dwarf on Stilts. A comic addition to any regiment. How else is a Dwarf in the back ranks supposed to see what is happening at the front?

Put all these miniatures together and what you have is a great little Dwarf community. These can be used as civilians on the battlefield, not part of the actual army, but adding interest to the tabletop, and maybe worth victory points to the Dwarfs if they can rescue them, or prevent them from being taken hostage. If your battle is being fought for possess of a Dwarf settlement then the inhabitants of the settlement can also be represented.

One of the best aspects of the sheer size of the archive range is allowing it to spark your imagination. They might not be death-dealing special characters or even have any rules written for them, but there are endless uses for these oddities for those players interested in expanding their games beyond the rulebook.



THUNDERERS



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CROSSBOWMEN



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LONGBEARDS



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IRONBREAKERS



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88093/50



88093/21



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**FOR HEROES
 AND
 CHARACTERS
 SEE PAGE 19**

Sorry the
 miniatures are
 shown so small,
 but it's the only
 way we could fit
 them all on



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CLANSMEN



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WACKY STUFF AND EXTRAS

WARHAMMER

DWARF LORDS

Original background by Rick Prestley and Nigel Stillman, new rules by Gav Thorpe.

We know many Dwarf players out there will have the older special characters in their armies, so Gav has updated the rules for all of them for the latest edition of Warhammer.

KING KAZADOR OF KARAK AZUL

Kazador is the aged King of Karak Azul. He is a massive Dwarf, and incredibly strong even by the extraordinary standards of Dwarf kings. He is said to have once lifted a fully-laden ore pony which had stumbled and become trapped in a crevasse. In his younger days he would cheerfully repeat the performance when challenged. It is said that he could (and frequently did) out drink all the Dwarfs in his kingdom. His younger days were full of feasting and fighting, bawdy songs and raucous humour, and, of course, battles. Lots of battles, so that the Orcs soon started to avoid the area altogether. Ruling over a kingdom surrounded by greenskins gave Kazador few worries. In fact he found it rather convenient, and spent the summer months hunting Goblins in the mountains.



Sadly those days are long gone. Today nothing gives King Kazador joy. He no longer has any appetite and food always displeases him. Ale is always weak and is unable to lift his spirits. He no longer hunts Goblins in the mountains or bellows with laughter at some

casual jest. Today he sits in the darkness of Karak Azul and broods. His subjects trace his decline to the Orc attack when Gorfang the Warlord of Black Crag infiltrated the stronghold, pillaging and looting. Although the Orcs were driven out they took captives, including many of Kazador's own kin. Even today Kazador knows that his own people are rotting in the dungeons of Black Crag, and so far he has been unable to recover them or to avenge their deaths (if dead they be).

Kazrik, the king's son, suffered a fate nearly as bad. Captured along with his kin folk in the king's own throne room, the young Dwarf Lord was not taken captive but shaved and nailed firmly to Kazador's throne as a gesture of contempt. The king has promised half his board to the Dwarf who brings his kinsfolk back alive; a quarter of it to anyone who brings their dead bodies back to rest in Karak Azul. To anyone who kills Gorfang he has promised the pick of his treasures. Since Kazador is wealthy as only a Dwarf king can be this offer has caused a lot of excitement in the Dwarf realms.

The only thing that lightens Lord Kazador's gloom is being able to settle old scores and to this end he has led armies all over the Dwarf realms. He has become a dark and brooding avenger, a pursuer of his people's enemies, and callous destroyer of evil wherever he finds it. As he leads his armies into battle he sounds the great Thunderhorn to proclaim that King Kazador has come to take his revenge once more. Perhaps he hopes that one day he will meet Gorfang in battle, so that at last he can avenge himself on his enemy and lift the burden of responsibility that lies upon his heart.

KING KAZADOR

M WS BS S T W I A Ld

Kazador 3 7(8) 4 4 5(6) 3 4 4 10

Kazador is the King of Karak Azul. He can be fielded in a Dwarf army. He counts as a Lord choice and in addition takes up one of your Hero choices as well. This means he will take up both a Lord and a Hero choice. He must be fielded exactly as detailed below, and may not be given any additional equipment or magic items. He must be the army's General if taken.

Points: 425

Weapons and Equipment: The Hammer of Karak Azul, the Armour of Karak Azul and the Thunderhorn.

Hammer of Karak Azul

This mighty hammer bears the Master Rune of Death. Any model wounded by the hammer (after saves, etc.) is automatically and immediately slain. In addition, the Hammer of Karak Azul bears a Rune of Striking (+1 WS) and a Rune of Might (Double S against T5 or more models)

Armour of Karak Azul

This Gromril armour bears the Master Rune of Adamant (+1 T) and a Rune of Resistance (re-roll failed armour saves)

The Thunderhorn

The Thunderhorn bears the Master Rune of Dismay (one use only, enemy units must pass Ld test to declare charges next turn).

UNGRIM IRONFIST,
SLAYER KING OF KARAK KADRIN

Many years ago Ungrim's five times great grandsire, King Baragor, suffered a great and terrible loss which drove him to take the oath of the Slayers. What caused him to make such a sudden and drastic decision is not recorded in the Book of Grudges of Karak Kadrin, nor in the Records of the Kings, nor even the strongbold's Book of Days. It is commonly assumed that the cause was the death of his daughter at the claws of the great dragon Skaladrak on her way to marry the son of the High King at Karaz-a-Karak. In any case, Baragor became the first Slayer King of Karak Kadrin.

Torn between his two conflicting vows, the oath of a Slayer to seek out death and the oath of a king to watch over and protect his people, Baragor was unable to fulfil either properly. In the end, good Dwarf sense prevailed, and he found a way to honour both his vows after a fashion. He founded the shrine of Grinnir, the Shrine of Slayers in Karak Kadrin, and with generous donations to the cult he established a haven for Slayers from all over the Dwarf realms. Soon Karak Kadrin was acknowledged as the home of the

Slayer Cult, hitherto a scattered group of individuals wandering amongst the mountains.

Although Baragor could not fulfil his own vows while his people needed him, he could help others to do so, and as such he upheld his honour and was considered a wise and reasonable Dwarf by all concerned. Baragor died in a tunnel cave-in deep below Karak Kadrin, his Slayer's vow still unfulfilled. His



son, Dargo, inherited not only the kingdom, but his father's vow as well, and became the second of a line of Slayer Kings. His living descendant is King Ungrim Ironfist, the current Slayer King of Karak Kadrin.

Ungrim bears the burden of his forebear's vow. His very name, Ungrim, means oath-bound or oath-breaker, and is a reminder of his dual responsibilities. Like Baragor before him, he is possessed of sound Dwarf sense, a strong arm, and the complete loyalty to Dwarfkind which perhaps only a Dwarf king can understand. He is a great warrior and is acknowledged by even the High King as the best living battle leader and the most accomplished of generals. It was Ungrim Ironfist and the Dwarfs of Karak Kadrin that finally defeated and captured the Orc Warlord Gnasbrak at the Battle of Broken Leg Gulley. This ended Gnasbrak's threat to Karaz-a-Karak and undoubtedly saved the

Dwarf High King's realm and earned Ungrim the eternal gratitude of his people. The High King, Thorgrim Grudgebearer, gave Ungrim a mighty heirloom in recognition of his deeds. This was the dragon cloak made by the Runesmith Heganbor for High King Finn Soursowl from the skin of the dragon Fyrskar.

The Slayer Crown sits atop Ungrim's head. This is a sturdy horned helmet with a golden crown, on top of which is a huge bright orange crest like a Slayer's hair. The king's beard is also vivid orange, dyed brightly as is the tradition of Slayers, and carefully bound with golden rings and brightly coloured ribbons. His appearance is every inch a king and a Slayer! He is armed with a mighty two-handed axe of monstrous size and inscribed with many potent runes. This is the Axe of Dargo, reforged from Baragor's own axe, and inscribed in Khazalid with the oath of a Slayer.

UNGRIM IRONFIST

	M	WS	BS	S	T	W	I	A	Ld
Ungrim	3	7	4	4	5	3(4)	5	4	10

Ungrim Ironfist is the Slayer King and can be fielded in a Dwarf army. He counts as a Lord choice and in addition takes up one of your Hero choices as well. This means he will take up both a Lord and a Hero choice. He must be fielded exactly as described here and may not be given any additional equipment. He must be the army's General if taken.

Points: 465

Weapons and Equipment: Ungrim is armed with the Axe of Dargo, wears the Dragon Cloak over Gromril Armour, and wears the Slayer Crown.

Dragon Cloak

The Dragon cloak bears the Master Rune of Spite (4+ ward save), a Rune of the Furnace (immune to fire attacks) and a Rune of Luck (one re-roll per battle).

Axe of Dargo

This is inscribed with the Master Rune of Smiting. Any enemy wounded by the Axe of Dargo (after saves, etc), loses not one wound but D6 wounds. In addition it bears a Rune of Parrying which means one model in base contact (chosen by the Dwarf player) loses 1 Attack in close combat.

The Slayer Crown

This bears a Rune of Fortitude (+1 Wound) and a Rune of Stone (increasing his armour save to 3+).

Slayer King

As Slayer King, Ungrim is bound by the Slayer Oath. He benefits from the Slayer skill described on page 7 of Warhammer armies – Dwarfs, and is unbreakable. The other Slayer rules do not apply.

THRONG OF KARAK KADRIN

Karak Kadrin is home to the Shrine of Grinnir and donates large amounts of gold to the Slayer cult. It is known as the unofficial home of the Slayer cult and many Slayers make a pilgrimage to the Shrine. If you wish you can represent the armies of Karak Kadrin using the following list as an alternative to the normal army lists, you don't have to this list, but you may if you wish.

CORE UNITS

Slayers

SPECIAL UNITS

Warriors, 0-1 Hammerers (only if the Slayer King is present)

RARE UNITS

Crossbowmen, Thunderers

RUNE LORD KRAGG THE GRIM

Kragg is the Master Runelord of Karaz-a-Karak. He is the oldest and by far the greatest living Runesmith – a gnarled old Dwarf, strong and enduring as a weather-beaten oak. His mighty white beard reaches to his feet. His great beetling brows cover eyes deep as wells, set over features as rough hewn as a granite cliff. His expression is one of eternal disapproval. This is quite normal for a Dwarf of his age who has seen many wonders and watched the inevitable decline of craftsmanship and respect. Runesmiths come from all over the Dwarf realms to sit at his feet and listen to his wise words. He knows many of the secrets of ancient days, long forgotten by others, and is a living link with near legendary past times.

Kragg emerges only rarely from the Underhalls of Karaz. Within the city's deepest depths he has what virtually amounts to his own personal realm, a complex of mines and forges near the roots of the mountain where many Runesmiths labour on great projects under Kragg's supervision.

Kragg is armed with the finest weapons that a Runesmith can fashion. His great hammer, which he forged when he was a young Master Runesmith, bears Kragg's own hidden and secret rune. The old Dwarf is jealous of his



lore and protective of his reputation, and so far he has not shared the secret of his master rune with any of his apprentices, so only he may use it. Perhaps some day the master will teach it to his successor, but so far he has not found a Runesmith worthy enough to inherit his knowledge.

In addition to his hammer, when Kragg goes to war he dons rune armour, and carries a staff bearing talismanic runes of great power.

KRAGG THE GRIM

	M	WS	BS	S	T	W	I	A	Ld
Kragg	3	6	4	4(10)	5	3	3	2(3)	10

Kragg can be fielded in a Dwarf army. He counts as a Lord choice and in addition takes up one of your Hero choices as well. This means he will take up both a Lord and a Hero choice. He must be fielded exactly as described here and may not be given any additional equipment.

Points: 450

Weapons and Equipment: Kragg wears rune-inscribed armour and wields his personal runestaff and rune hammer.

Kragg's Hammer

This bears Kragg's Master Rune, his own potent creation. The bearer counts as having a Strength of 10, and in addition has

the effects of a Rune of Fire (burning attacks) and a Rune of Fury (+1 A).

Kragg's Armour

The Runelords armour bears a Master Rune of Gromril (1+ armour save), a Rune of resistance (re-roll failed saves) and a Rune of Warding (+1 dispel dice against spells targeted at wearer).

Kragg's Runestaff

Kragg's staff bears the Rune of the Furnace (immune to fire attacks), two Runes of Spellbreaking (auto dispels) and a Master Rune of Balance (take one power dice from enemy and add to dispel pool).

Runelord

As a Runelord, Kragg adds an extra dice to the Dwarfs' dispel pool.

HIGH KING THORGRIM GRUDGEBEARER

Thorgrim is the descendant of the most ancient and noble of all Dwarf Lords. The very blood of Grungni flows in his veins and the wisdom of Valaya sits upon his beetling brow. The High Kings have kept the Great Book of Grudges, the oldest and most important of the many Books of Grudges which exist throughout the Dwarf realms. This book, known as Dammaz Kron, recounts all the ancient wrongs and deeds of treachery perpetrated against the Dwarf race. Its pages are written in the blood of High Kings, and its tattered parchment is much thumbed and studied.

Occasionally, the Dwarfs have the opportunity to set right some ancient wrong, in which case the High King has the satisfaction of striking out the record in the book. This hardly ever happens as, when it comes down to it, Dwarfs much prefer to bolder a grudge rather than let bygones be bygones. Even grudges which have been crossed out can still be read and are never forgotten, but fondly recalled together with the story of how vengeance was finally exacted. Dwarfs are very good at bearing grudges, and Dammaz Kron recounts many

episodes of the infamy of other races and of the gods themselves. The Dwarf language has no word for forgiveness, but many subtle variations on revenge, recompense and retribution.

Since an early age Thorgrim has dreamed of avenging his people and perhaps, one day, to put aside the Great Book of Grudges by striking out every single grudge it contains. Such a thing would be impossible even in a thousand lifetimes, but Dwarfs are determined folk and once their mind is made up they are obstinate. The Great Book of Grudges is Thorgrim's constant companion. He keeps the book by his side night and day, sleeping with its gnarled old pages beneath his pillow, and carrying it about with him in his waking hours. He has managed to strike out several long-held grudges, including winning recompense of 1000 gold pieces from the Burgomaster of Altdorf for damage done to the reputation of Borin Bullroarer during the Great Altdorf Stampede.

When Thorgrim goes to war, which is often, for there are many dark deeds of infamy to avenge, he carries the Great Book of Grudges with him. He is borne aloft on the Throne of Power by his four sturdy throne bearers, and brandishes aloft the Axe of Grimmir. Atop his brow he wears the Crown of Karaz-a-Karak.



THORGRIM GRUDGEBEARER

	M	WS	BS	S	T	W	I	A	Ld
Thorgrim	3	7	4	4	5	4	4	4	10

Thorgrim is the High King and can be fielded in a Dwarf army. He counts as two Lord choices. He must be fielded exactly as described here and may not be given any additional equipment. He must be the army's General if taken.

Points: 505

Weapons and Equipment: Thorgrim wields the Axe of Grimnir, wears the Armour of Skaldour and the Dragon Crown of Karaz and reads from the Dammaz Kron. He is borne into battle upon the Throne of Power.

Axe of Grimnir

This axe bears the Master Rune of Skalf Blackhammer (auto wounds) and a Grudge Rune (nominate character or monster, re-roll to hit against this model). In addition, non-magical armour cannot save against hits from the Axe of Grimnir. Magical and ward saves are taken as normal.

Armour of Skaldour

This bears the Master Rune of Gromril (1+ save) and the Master Rune of Spite (4+ ward save). It also has the Rune of the Furnace (immune to fire attacks).

Dragon Crown of Karaz

Thorgrim and any unit he is with is immune to all psychology except Hatred, and become Stubborn.

Dammaz Kron

The Great Book of Grudges means that Thorgrim and any unit within 12" of him hate all foes.

Throne of Power

The Throne of Power is carried by four sturdy veterans, which give Thorgrim an additional four normal WS 5, S4 attacks. Any attacks against the Throne must be resolved against Thorgrim himself. When joining a unit, the Throne takes up the same space as ordinary rank-and-file models for the purposes of formation, rank bonus and so on. The Throne has Magic Resistance (2).

JOSEF BUGMAN

Josef Bugman was the most famous Dwarf Master Brewer of all time. To a Dwarf the art of brewing is a skill as worthy as that of the greatest artisan. All Dwarfs drink vast quantities of ale, and enjoy nothing better than a raucous evening drinking and singing. There are many famous Dwarf ales, and many renowned brewers, but the name of Josef Bugman stands as a paragon of quality. His family originally came from the Dragonback Mountains, and was driven northwards when the mines at Ekrund fell to the Orcs. Some of the Dragonback Dwarfs moved into the Grey Mountains where they founded new strongholds. Later some of these Dwarfs moved into the Empire where they set up as craftsmen and smiths alongside men.

Josef Bugman's father Zammil set up in the family trade in the eastern forests of the Empire. He built a stout brewbouse beside the crystal clear waters of the river Sol where it cascades down from the foothills of the Grey Mountains. In order to sell his ale more readily in the Empire Zammil took the name of Samuel Bugman, and when his son was

born he called him Josef. If Josef Bugman ever had a proper Khazalid name (which is likely) then it is not recorded. After his father's death, Josef expanded the business and acquired a considerable reputation for the fine quality and potency of his ale. It was easy for Bugman to ship his barrels on barges down the rivers to the great cities of the Empire where it proved very popular. Soon Bugman's brewery had grown into a small Dwarf settlement and other families came from the Grey Mountains to join him.

With a few years Bugman became a prosperous brewing merchant and a reasonably contented Dwarf. With triumphs like Bugman XXXXXX and the notorious Troll Brew to his name he was already famous throughout the Dwarf realms. His small community lay well off the beaten track and was usually ignored by any armies or raiders rampaging through the region.

One day Bugman went up river with a shipment of Bugman's Special Brew for the Emperor. As he returned home he saw the smoke gently rising from his brewery among the trees and thought it was about time that

the great chimney was swept. When his barge rounded the bend of the river, Bugman saw the smouldering ruins of his settlement. A Goblin raiding party had found the brewery. All the ale had been consumed in a drunken orgy of destruction, the vats were smashed, empty barrels floated on the river and there was no sign of any inhabitants. Every last one of them had been taken off by the Goblins to who knew what fate.

Bugman and his companions swore vengeance on the Goblins for this foul deed and resolved to hunt them down and rescue their kinfolk if they could. The band trailed the Goblins across the Worlds Edge Mountains and into the wilderness beyond. Little was heard of them again except for rumours of the ravages of Bugman and his band, of cunning ambushes and night raids on Goblin camps. Sometimes the band would suddenly emerge from the wilds, tattered and blood-stained, to join up with a Dwarf army before a great battle with the Goblins. They kept themselves to themselves, buddled around their own campfire, with a strange glint in



their eyes and their hands clasped around tankards of precious ale.

JOSEF BUGMAN

	M	WS	BS	S	T	W	I	A	Ld
Bugman	3	6	4	4(5)	4	2	4	3(4)	10

Josef Bugman can be fielded in a Dwarf army and counts as two Hero choices. Alternatively he may be hired as a Dogs of War unit in an Empire, Wood Elf, High Elf or Dogs of War army and counts as a Rare choice. He must be fielded exactly as described here and may not be given any additional equipment. He may not be a Dwarf army's General.

Points: 165 + Rangers

Weapons and Equipment: Josef carries a rune axe, crossbow and shield, and wears light armour. He also has the much sought after Bugman's Tankard.

Ranger Leader

Josef Bugman leads the most famous Ranger regiment in the Dwarf realms. He must be

accompanied by a unit of 5-20 Dwarf Rangers, who do not use up any of the army 'slots' and are in addition to the normal 0-1 unit of Rangers the Dwarf army is allowed. He may not leave this unit or join another unit if they are slain.

Josef's Axe

Bugman's axe bears a Rune of Cleaving (+1 S) and a Rune of Fury (+1 A).

Bugman's Tankard

The invigorating effects of Bugman's beer, in combination with the tankard's magical properties, mean that Josef can Regenerate.

Greenskin Grudge

Josef and his Rangers have sworn to slay all of goblinkind for the destruction of their brewery. He and his unit re-roll missed attacks against greenskins in all rounds of combat, not just the first.

ENGINEER GUILDMASTER BURLOK DAMMINSON

The Dwarf Engineers Guild is an ancient and enduring craftsguild. The craftsguilds are special clans, where fathers pass on their skills and knowledge to their sons. Burlok son of Dammin is the Guildmaster of the entire Engineers Guild, the leader and most important Dwarf in the entire Guild. It is the engineers who make the pumps and engines which keep the Dwarf mines from flooding, and who construct the more technical engines of war such as the flame cannons and gyrocopters.

Engineers are very traditional in their views and take great pride in their workmanship. Dwarf machines are covered with ornate brasswork, elegant decoration, and precise engineering. Such things bring tears of joy to the eyes of Dwarf craftsmen, and Burlok is no exception in this respect. He is also a great traditionalist who discourages innovation and firmly believes that the old tried and tested ways are best. In this respect too he typifies the attitude of the Engineers Guild whose objectives are to preserve knowledge and maintain standards of craftsmanship rather than to explore new ideas. Dwarfs are not very keen on new ideas, which, as any Dwarf will tell you, always lead to trouble. Of course, some of the younger Engineers oppose this view, and sometimes come up with startling and outlandish inventions, but these outrageous individuals invariably come to a bad end.

Burlok is no longer a young Dwarf. Some of the apprentices find it hard to believe that he ever was. In fact, though it is not widely known, Burlok was something of a rebel in his youth, and together with his equally hot-headed friend Sven Hasselfriesian engaged in all kinds of illicit innovation. Amongst their many inventions were the warpfire distillery, the surprising aerial wonder rocket, and the legendary steam radiophone. All of these inventions were discovered by Burlok's father when an experimental pressure vessel exploded blowing off Burlok's arm. Afterwards all of Sven and Burlok's devices were destroyed. Subsequently Burlok sobered up a bit and saw the error of his ways. Sven Hasselfriesian went on to invent the alcohol vapour engine and built a boat powered by it. Eventually the Engineers Guild, though tolerant, was compelled to expel the anarchic and adventurous Sven, who was forced to endure the embarrassing Trouser Legs Ritual before he was thrown out of the Guild.

Burlok has gone on to achieve great things and if he ever yearns to relive the wild and technically innovative days of his youth he certainly does not show it. During his long life he has accompanied the Guild to battle on many occasions. His left arm, lost during the massive explosion which ended his youthful exploits, has been replaced with a mechanical device. Over the years Burlok has perfected this contrivance so that it is now superior to an ordinary limb. It is this device which confers his great strength.

BURLOK DAMMINSON

	M	WS	BS	S	T	W	I	A	Ld
Burlok	3	6	4	4	4	3	3	2	9

Burlok can be fielded in a Dwarf army. He counts as a Lord choice. He must be fielded exactly as described here and may not be given any additional equipment.

Points: 235

Weapons and Equipment: Burlok carries a rune hammer, wears rune armour and has Burlok's Ingenious Offensive New-matic Integrated Constrictor Arm. He may attack with both the arm and his rune hammer, giving him +1 Attack. You must allocate Burlok's attacks between his B.I.O.N.I.C Arm and his rune hammer before rolling to hit.

Engineer

Burlok is an Engineer and follows the rules given on page 14 of Warhammer Armies –

Dwarfs. In addition, any war engine unit to which he is attached adds +1 to any rolls made on the misfire table for their machine. Rolls of over 6 mean that the misfire has been avoided and the war engine works as normal (counting the artillery roll as a 0).

Burlok's Hammer

Burlok's hammer is inscribed with the Master Rune of Swiftness (always strike first).

Burlok's Armour

Burlok has heavy armour engraved with a Rune of Stone (increasing his save to 4+) and the Rune of iron (6+ ward save).

Burlok's Ingenious Offensive New-matic Integrated Constrictor Arm

The B.I.O.N. I. C. Arm was constructed by Burlok himself and is extremely strong. He has Strength 7 when attacking with his artificial arm.

THORGRIM GRUDGEBEARER on the Throne of Power



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WARHAMMER

GOBLOBBER

Rules by Tom Dickson

The Goblobber was invented by Engineer Snorri Bluebeard during King Dwalin Bloodaxe's expedition to recapture Karak Ungor from the Goblins of the Red Eye tribe. The Goblins had infested the former Dwarf hold since it's fall in the Goblin Wars, and to Bloodaxe and his kin (distant descendants of the last King of Karak Ungor) it was the greatest of their grudges to be revenged.

The King's Throng had defeated the marauding goblins in the mountain passes and forced them back into the ancient Dwarf fastness. Below ground Dwarfs and Goblin fought through the narrow twisting corridors and vaulted chambers, above ground a long siege was in process at the Eastern Gate. Snorri Bluebeard marshalled the Dwarf war engines, pounding the ramparts all day with fire and shot. But the old Dwarf walls were too strong and too well constructed and no breach could be forced.

So, rather than concede defeat to his ancestor's stonecraft, Snorri took to launching captured goblins over the walls. Not only was this a fitting end to the most hated of foes, but it also had a disconcerting effect on the goblins inside. The sight of one of their own plunging down into their midst sent many of the defenders fleeing from the ramparts. When the Dwarfs eventually assaulted the walls they found that the goblins ran away rather than face capture and a horrible sticky end as ammunition.

Despite Snorri's success in capturing the Eastern Gate's ramparts the expedition was eventually forced to withdraw after King Dwalin Bloodaxe was eaten by Squigs whilst leading his clansmen into the lower levels. To this day Karak Ungor remains in goblin hands, but the lessons of the Goblobber where not forgotten.

RULES

All the rules for Stone throwers on page 120-121 of the Warhammer rulebook apply to the Goblobber.

Range	Str	Damage	Save
60"	3(8)	D6	No armour save

Crew: The Goblobber has 3 crew. It can have up to 6 crew, with each additional crewman costing +7 points.

Points: The Goblobber is a Stone Thrower, it costs 90 points.

Special Rules: If the Goblobber causes any casualties to a unit of goblins then the unit must immediately take a panic test.





Complete Goblobber with 6 crew £20.00
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WARHAMMER

LONG DRONG'S SLAYER PIRATES

Original text by Nigel Stillman, updated rules by Alessio Cavatore

As soon as their jolly boat touched the sand they roared ashore, charging straight into the waiting Goblins. It was a short fight. Within moments the greenskins were fleeing for their lives and the pirates were rewarding themselves with a swift tot of rum.

Von Mirrenburg from his book 'My Time with the Dwarfs'



Long Drong, who as his name suggests was a rather tall Dwarf and claimed a dubious line of descent from Drong the Hard, legendary Dwarf ancestor known from many sagas, began his career as a Dwarf seafarer in Barak Varr. He worked his way up from cabin Dwarf to captain of the Dwarf trading ship *The Barrel of Ale* which brought fine Dwarf brews by the sea route to far away colonies. That was until one terrible voyage around the coast of Sartosa. A storm blew up, the worst for a hundred years, and the ship foundered on the treacherous rocks. Although the crew were washed up on the shore, the entire cargo of rare Dwarf ales was lost.

This disaster was something no Dwarf could bear, and no self-respecting Dwarf captain would wish to survive. Long Drong knew his career as a Dwarf trader was over. He resolved to become a Slayer on the seven seas and to seek a heroic end worthy of a saga. His crew, who were just as shamed by the loss of the cargo as their captain, followed his example and swore upon their ancestors to lead a life of roving Sea Slayers until a worthy death ended their shame and redeemed them in legend.

Having thus sworn, Long Drong, now known as Long Drong Slayer, trekked inland to his

destiny, which was to become the most notorious pirate ever to lurk on Sartosa. His first act was to storm the stronghold of the dreaded pirate Capitano Sisicco and capture his ship and treasure stash. With the latter, Long Drong hired Dwarf craftsmen to rebuild the flimsy vessel into something a Dwarf could be proud of, not sparing the iron! He also hired Dwarf smiths to forge cannons for the vessel, which Long Drong named *The Fair Fregar* after a famous Dwarf maiden of Barak Varr, rumoured to be very beautiful. A figurehead representing her was carved by the crew. Unfortunately, neither Long Drong nor any of his crew had ever seen a real life Dwarf maiden, so they had to rely on their imagination and hearsay. The result, parts of which were shod in brass, made an awesome ram on the prow of the ship!

The prisoners, now chained in Long Drong's dungeons, were freed in return for telling him all they knew about buried treasure and handing over any maps they had. Long Drong learned that the key to success was often the possession of a pay chest full of gold with which to hire a mercenary army and hold it together under your command. Many such pay chests had been lost in battles and there were mercenary generals willing to pay handsomely for their return, even double the value of anything in the chest, or a great fortune for the empty chest alone. This was because recovery of a lost pay chest is a matter of pride among mercenary generals, who regard such chests in the same way as other races do their army standards!

So Long Drong let it be known that, being a seafaring Dwarf, he could seek out and rescue a lost pay chest wherever it may be in the known world and return it to its rightful owner. All he asked was to keep any treasure that he might find in it, plus a reward in gold equal to as much as the chest would hold! By the standards of mercenary generals this was but a small price to pay for the restoration of honour and respect, and soon offers to hire his services came flowing in by swift messengers.

Thus the Fair Fregar voyaged to many distant lands: Araby, Lustria, Albion and many uncharted islands, and brought back various pay chests which may or may not have been genuine. In doing so Long Drong raided the treasure hoards of many notorious pirates and corsairs and made countless enemies determined to get their revenge on him. A price was on his head, everyone sought to accomplish his doom. What more could a seafaring Slayer ask for? His only friends turned out to be those mercenary generals for whom he had restored honour, and these soon began to hire Long Drong and his pirate crew to fight as a regiment in their armies. Their task, needless to say, was to seek out and capture the enemy pay chest on the battlefield. Only reckless Dwarf Sea Slayers, seeking a heroic end would take on or succeed in such a task. As yet Long Drong has still not met his doom

LONG DRONG'S SLAYER PIRATES

For Hire: Long Drong's Slayer Pirates can be hired as a Special Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia, Chaos Dwarfs, Wood Elves, High Elves and Orcs & Goblins.

Points: Long Drong Slayer plus nine Dwarf pirates including a Standard Bearer and Drummer cost a total of 195 points. This is the minimum unit you can hire. The regiment may be increased up to a maximum of 30 models at a cost of 12 points for each additional model.

	M	WS	BS	S	T	W	I	A	Ld
Drong	3	6	4	4	4	2	4	3	10
Pirates	3	4	3	3	4	1	3	1	9

Unit size: 10-30

Equipment: Loads of pistols!

SPECIAL RULES

Unbreakable: Like all Slayers, Long Drong's Pirates are *unbreakable* (see page 112 of the Warhammer Rulebook). Note that, being Dwarfs before Slayers, they still *bate* all Greenskins.

Slayer skill: Because they are armed with pistols the Slayer Pirates do not use the Slayer ability. They always count as strength 4.

Relentless: The Slayer Pirates are Relentless.

Festooned with Pistols: All the pirates, including Long Drong, gain an additional Attack because they are fighting with a pistol in each hand. Since they are festooned with pistols which they shoot off in a hurricane of destruction, all of their attacks are considered to be Strength 4 of armour piercing pistol shots. The Pirates carry so many pistols that they never need to reload, therefore their pistol bonus is always in action, not only in the first round of combat.



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We gamers can be an opinionated lot, so where better than to air your views, shout and gripe than here at the Journal. Write to us at the usual address and may the beardy debate continue!

PRAISE BE!

I just bought CJ 43 and WarMag 4. I read about a third of the Journal and glanced through WarMag so far, but from what I have seen, they are absolutely fantastic!

The Bretonnian Warmaster miniatures are the best out I think. The level of detail and sheer coolness of them is astonishing. Thanks for making such great specialist magazines and keep up the good work!

Big Boss James of Da Waaagh! Brigade
via e-mail

LOST WEAPONS OF TYRANID EVOLUTION

The new Codex: Tyranids came out and there was much rejoicing. Then came the realization that a couple of the old bio-weapons — some of the old favorites weren't in the new Codex. This was presaged by the listing of Gargoyles in the 40K rulebook being given Fleshborers, but the hope was that they'd be allowed a range of weapons (something they aren't allowed, but the winged gaunt creation rules allow for the creation of ones that can, even if they cost a lot more).

I know there is a bias against articles that have a "rules" nature, but this is basically some simple house rules that allows players to use (with appropriately agreeable opponents) the old, discontinued Tyranid weapons.

So breaking out the trusty ancient copy of the old Codex: Tyranids, the following weapons failed to make it into the new codex. There are probably reasons they weren't included — spike rifles are rather simple and not necessarily in line with the living ammo concept; and flamespurs are just living flamethrowers. Still, models for these weapons do exist (if only from back-order or among experienced Tyranid players), so here are some house rules for them

Normally we say only mutants or modified broods may use these "new" weapons.

Any exceptions or special rules that apply will be given in the text below.

Flamespurt

This vile weapon fires a blast of pyro-acid, which in addition to being caustic, catches fire quickly. Fortunately for the enemies of the tyranid, the fire burns off the acid, but not before the weapon causes serious damage. The weapon uses the flamer

template, and all models covered or partially covered by the template are hit automatically, with no roll required.

Rng	Str	AP	Type
Template	As creature	5	Assault 1

Broods of Gargoyles can have Flamespurs instead of Fleshborers at a cost of +6 points per model.

Modified Gaunt broods can have Flamespurs at a cost of 5 points per model.

Modified Warrior broods can have Flamespurs at a cost of 8 points per model.

Modified Hive Tyrants or Carnifexes can have flamespurs at a cost of 20 points.

Spike Rifle

This weapon is relatively simple compared to many Tyranid weapons. It shoots a thin, wickedly barbed spike forward with great force. Its greatest asset is its range, which is longer than most Tyranid bio-weapons encountered, but still a light enough weapon to be regularly used by Gaunt sized creatures.

Rng	Str	AP	Type
24"	As creature	6	Assault 1

Modified Gaunt broods can have Spike Rifles at a cost of 3 points per model.

Modified Warrior broods can have Spike Rifles at a cost of 7 points per model.

Modified Hive Tyrants or Carnifexes can have Spike Rifles at a cost of 15 points per model.

Dmitri Scull, Newport, VA

MORDHEIM RULES

I just wanted to thank the staff at Fanatic! for their continued work on the GW "secondary" games. My gaming group has just rediscovered Mordheim and is playing like mad! With your continued support (and back issues!) we hope to continue "Mordheim Mondays" for a long time to come.

Keep up the good work!

Brian Lee, via e-mail

VDR

The Vehicle Design Rules are an excellent piece of work. I especially like the spirit of the rules - modelling and gaming, without the (usual) commercial aspects.

The 'souped up version' clarified the rules and made a few minor changes, which

Write in with your opinions for

Mailbag

The Journal Ranker, Games Workshop,
Willow Rd, Lenton, Nottingham, NG7 2WS.

means that the rules are now a great tool and greatly enhance the modelling aspects of the game.

The 'most important rule' is a very wise one - it supports modelling, and it probably prevents most of the power-gamers 'super-vehicles' from ever being reality. I must say, that I am very pleased with it - it is much better (for both modelling and game balance) than it seemed at first glance. This is a very good way of handling those potential problems that the VDR could otherwise have caused.

I have just built an Imperial Battle Robot - somewhat similar to a dreadnought in game terms, but the model is of course quite unique (it is scratch built, mainly from an old Star Wars toy model - at least 15 years since I'd last used it... Now it has once again found its use).

Once again - thank you for the excellent work. It adds greatly to the hobby.

Nikolaj Pilgaard Petersen, via e-mail.

IN PRAISE OF BIG BATTLES

There is nothing which quite makes me smile more than the look of the opponent who sees the size of a huge Goblin regiment set up opposing his/her regiments of 20 or so troops. Some go for the "you'll take all day to set that lot up", others "so if I hit that lot with my crossbows they'll be running away in no time". then there's some who say "oh s***, how many Goblins" (though they do tend to be the newer, or more easily intimidated players). The point is that it always raises at least an eyebrow, if not a titter. I have two 100 strong regiments of Goblin spearmen, often led by Big boss Anklebiter. Who, more often than not, tends to be the focus for a lot of attention by an opponent. However this gives me the chance to play a smaller less attention seeking unit that ends up causing aggro for the other player. I'll often use Squig Hoppers on a flank, they tend to get in close and do a lot of damage, bouncing up and down little rows of troops. The opponent often wishes that they had paid less attention to numbers and gone for the Squigs instead.

Owning a 17,000 point Orc and Goblin army is a lot of fun, of course it is rare to field more than 5,000 points in one go but it does give me the scope to field armies which give me a lot of enjoyment, if not a lot of victories. My 50 strong wolf riders regiment has never won a battle, they always run off tails between their legs, however, as a couple of smaller skirmish units they have had a lot of success and so

are still being fielded. So much so that they had the benefit of a re-paint recently to unify them. Another look I love to see is the old, "how many regiments of Night Goblins, where the hell does he hide the Fanatics then". Some players go to great lengths to avoid such units, often when the fanatics aren't even there.

I own several large armies. High Elves, Wood Elves, Dwarfs, Orc and Goblin, Empire, and Chaos. And like most players I have a vast amount of boxes in which sit, unpainted troops cueing to be next. The Dogs of War have been patiently moving towards the front of the cue when, out comes Battlefleet Gothic, so they took a back seat again.

Of these the Dwarfs 15,000 points were used last year, allied with my Empire troops against the Orcs, in a huge 35,000 point battle at the Chelmsford GW store. We had 20 or so players, fighting over a huge specially built Fortress some 4 foot tall on the table. The result was a great Sunday battle which the pesky Dwarf's won hands down.

The point is with these armies I can plan, and play campaigns with visiting players using my forces to bolster their own. The results are often several day long battles that result in true carnage, but a lot of fun.

Now I am an officer of the law (belay those hisses and boo's please) and can afford to buy these size armies, so I realise that there cannot be to many others whose other half's allow such extravagance. I also have a whole room in which to place tables for large battles too.

If any readers get the chance I highly recommend setting up these large scale slaughters, you just cant beat them. But plan ahead, place the agreed troops out before the players arrive, it allows for playing ,not, setting up time.

The great shame is, the games clubs don't have the ability to leave these type of set-ups out for long periods, (except I suspect those very fortunate few).

There is a lot more fun to be had losing (lets face it some of us are on 50/50 victories at best) in a large battle, and a good group of friends, than losing all by yourself. I have often heard the losers blame a bad set of dice and commiserate each other, that at least they did kill this unit, or that hero.

Just some thoughts. Thanks.

Gareth E Williams. Chelmsford. Essex.

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SENTRY GUNS

SENTRY GUN

FORGE WORLD OF ORIGIN:

Lucius, M'Khand, Voss,
Metalica, other secondary sites.

WEIGHT: 1.1 tonnes

HULL LENGTH: 5.2m

HULL WIDTH: 5.3m

HEIGHT: 1.6m

BARREL LENGTH: 2.0m

GROUND CLEARANCE: 0.1m

ARMOUR: 10mm

CREW: None

ARMAMENT: Twin-linked heavy
bolters.

MAIN AMMUNITION: 600
rounds.

Rules by Andy Chambers and Pete Haines

Rules for using sentry guns are in the City Fight supplement, but with Forgeworld making their new Tarantula model it seemed an opportunity to expand the rules for using Sentry guns in any 40K battle.

Sentry guns are automated weapon systems, utilising simple logic engines and infused with the machine spirit to allow them to operate without a controller. Once placed, set and armed the weapon will remain active until it runs out of ammunition or is destroyed.

They are used in a variety of roles, often placed to cover approaches to key positions, block roads or defend a perimeter from surprise attacks. Most wise commanders do not rely on them to replace human guards, but find them a useful addition to the armoury. They are well liked by the men, as a sentry gun frees them from long cold nights on guard duty. Many veterans refer to the weapon as a Tarantula. The origins of the name are not known.

The advantage of a sentry gun is that, unlike normal sentries, they never doze off or reminisce about the girls from home! Each sentry gun is armed with either a twin-linked heavy bolter or a twin-linked lascannon.

FIRING MODES

A Sentry gun can fire in one of two modes. You must decide which mode the sentry gun will be set in before the start of the game. You cannot change the mode once you have decided, it remains in that mode for the rest of the game.

Point Defence Mode: The sentry gun is set up with a fixed fire arc, usually to provide covering fire over a particular area. In this mode, the gun will engage enemy targets up to 24" away which are within a fixed 90° arc.

Sentry Mode: In this mode, the gun is set up to fire at any enemy which comes near, and will always turn to fire at the nearest enemy target within 12" to which it can draw a line of sight. It can fire all around.

TARGETING

Which enemy unit a sentry gun will target is dictated by its armament.

A heavy bolter equipped sentry gun will fire at the nearest non-vehicle within its firing mode.

Lascannon equipped sentry guns will fire at the closest enemy vehicle within its firing mode.

If there is no preferred target then the nearest other target will be engaged. Only destroyed vehicles are ignored, immobilised vehicles will still continue to be targeted. Sentry guns have a BS of 2.

HEAVY SUPPORT

0-3 SENTRY GUNS

	Points	Front Armour	Side Armour	Rear Armour	BS
Sentry Gun	15 per gun	10	10	10	2

Type: Immobile

Crew: None

Weapons: The Sentry gun is armed with twin-linked heavy bolters.

Options: Any Sentry gun may replace its heavy bolters with twin-linked lascannons for +10 pts.

Heavy Support: You can purchase up to 3 Sentry guns as 1 Heavy Support choice for an Imperial Guard, Space Marine or Sisters of Battle army. These guns do not have to be deployed as a battery

FIRING AT A SENTRY GUN

A sentry gun can be targeted like any other unit. A sentry gun has an Armour value of 10 all round, and any glancing or penetrating hit will destroy the gun.

DESIGNER'S NOTES ON USING SENTRY GUNS

In friendly games of WH40K they should really be limited to scenarios with a definite defender. Being unable to move they make very poor offensive weapons! Players might agree to use a battery of heavy bolters in place of razorwire or a battery of lascannons in place of tank traps in games that involve obstacles.

In the 40K Cityfight supplement anyone defending in the Grand Assault mission gets to use Sentry guns.

Remember that sentry guns do not move, the assumption being that they have been set up prior to the action starting, so if your forces have to move onto the table they would be useless. You have been warned.

Whilst restricted by what they can target by firing mode and weapon's type the guns are relatively cheap in points, so the gamble of including them may be worth it.

SENTRY GUN

FORGE WORLD OF ORIGIN:
Lucius, M'Khand, Voss,
Metalica, other secondary sites.

WEIGHT: 1.3 tonnes

HULL LENGTH: 5.3m

HULL WIDTH: 5.3m

HEIGHT: 1.6m

BARREL LENGTH: 3.4m

GROUND CLEARANCE: 0.1m

ARMOUR: 10mm

CREW: None

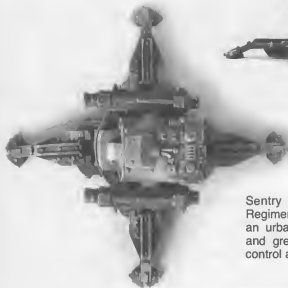
ARMAMENT: Twin-linked
lascannons.

MAIN AMMUNITION: 30 shots
from power pack.

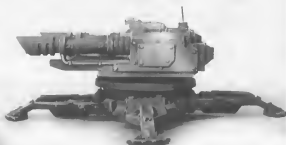




Classified.



Sentry guns of the 49th Kovnian Regiment. Both weapons are painted in an urban camouflage scheme of black and grey. Note the addition of remote control aerals



TARANTULA SENTRY GUNS



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GAMES WORKSHOP



ILLUMINATIONS

MARCIN KURCZEWSKI

Marcin Radoslaw Kurczewski

I am a 25 year old historian of art from University of Lodz. I am currently working as graphic artist at Interactive Media, but before then I was doing almost everything- from working in a shop to newspaper layout design. Today my specialisation is 3D reconstructions of architecture & iconography of modern heroes.

I got into GW about 6 years ago. I bought a plastic Bretonnian archer, and it all snowballed from there. Now my Bretonnian army is 3500 points (I am currently repainting it). I also have a 2500 point Lizardman army and about 700 points of Chaos (plus some Middenheim gangs for Mordheim).

For 40K I am a Dark Angels fanatic (I have a complete 4th company and some Ravenwing). I am currently creating 3D images for my battle brothers - mainly for Fortress of the Unforgiven. I still do traditional art as well - as you can see.

My dream is to make a Dark Angels film. You can see here some almost finished 3D models I have made for my own Dark Angels film.

I am also currently finishing modeling my first squad of Adeptus Mechanicus army (I am a techmarine at Fortress of Unforgiven and B&C forum- so I've decided that it is time to create some new miniatures of servants of Machine God)

Marcin



Top: Space Marine hero.

*Below: Space Marine
throwing grenade.*



Top: Dark Angel at prayer.

Below Left: Death Wing Captain.

Below Right: Ultramarine hero.

On the opposite page are examples of Marcin's work-in-progress on computer generated 3D models, mostly Dark Angels again. Some aren't finished yet - like the Rock. From top to bottom.

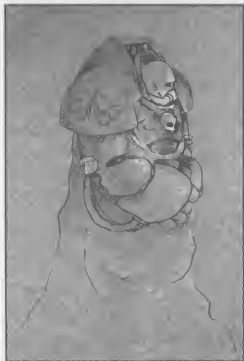
Eldar Jetbike

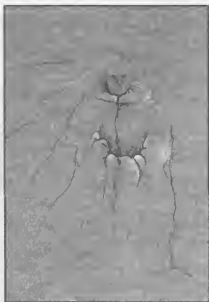
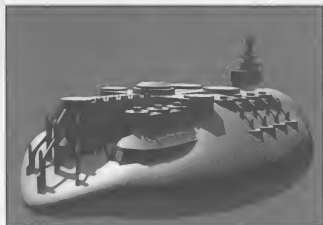
Dark Angel - incomplete

The Rock - incomplete

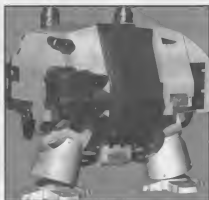
The Angel of Death

Deathwing Dreadnought



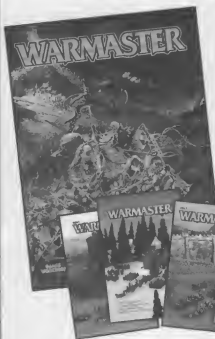


*Top: Dark Angel out of power
armour.
Above: Space Marine celebrating
victory.*





WARMASTER



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EXPERIMENTAL

CODEX

HARLEQUINS

UPDATE

By Rasmus Hansson

Greetings, again, followers of The Path. Here at Fanatic we like to hear player feedback on our experimental rules. Rasmus has done just that, with some nice ideas for expanding the Harlequin Army lists published in issue 39. These are not major changes, and again they are only experimental. If you play Harlequins give Rasmus' rules a try and see if you think they improve the Codex. Most importantly let us know if we should consider including them in the final version.

We have also included a new version of the Hallucinogen wargear rules to correct a mistake. The rules were missing the chart in the original version. That has been corrected here.

That said, over to Rasmus.

Warwick



I have now had the opportunity to thoroughly read through and play some games using the new Harlequin Codex as released in CJ39. I must also admit that I had seen the Codex before, when a copy was circulated on the web. With that in mind, I have made the following adjustments.

1. Great Harlequin. Is great. Keep him just the way he is. The Masques as featured in the web-version I saw were good too, but not vital. I like him better now.

2. Solitaire. Ouch. Nasty. With S3 he isn't overpowering anymore, just very, very dangerous. With a Harlequin's Kiss and Powerblades and he can take out 10-15 Space Marines without breaking a sweat (wounding on 2+ on each hit on 3+, using 12 attacks, and allowing no saves...) It's a very good thing he can't join in squads.

3. Death Jesters. Great Lads. Backbones of the Army. Provide the ONLY firepower in the army. Perhaps some more weapons for them would be nice. A long-range melta-like weapon - Firepike? A fast-firing weapon, say a Hawk's Talon?

4. There are too few Troupe-choices. The Mimes, as were featured in the web-version of the playtest codex, should be re-introduced, as they will fill a vital function of the Masque. I believe the lack of Troop/Troupe-choices lead to static gaming, as with the Dark Eldars, who

5. Missing things. The Harlequin Wraithlord. I remember the old version. Very cool.

These are my thoughts on this, and I happily look forward to seeing the recodex out, hopefully improved by mine and others feedback.



Modelling and painting

For the Wraithlord I have used a normal Eldar Wraithlord model, and simply replaced the head with a Harlequin Jetbike canopy. Then there was just the question of painting in bright colours and chequered patterns. My model is armed with a D-cannon, and I converted the arm positions a bit, but it is still a very simple conversion to make.

For the Mimes I'd use normal Harlequins, maybe painted in a distinct pattern to mark them out.

The Death Jester is another easy conversion, simply clip off his original weapon and replace it with the required weapon from an Eldar Exarch.

TROUPES

0-1 MIME TROUPE

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Mime	25	5	3	3	3	1	6	2	9	-
Mimic	+12	6	4	3	3	1	6	2	9	-

Squad: The troupe consists of between 5 and 10 Harlequins

Weapons: Shuriken pistol and close combat weapon.

Options: Up to 2 models in the squad may exchange their close combat weapon for a Harlequin's Kiss at +5 points per model, or a power weapon for +6 points per model. Up to one models in the squad may exchange their shuriken pistol for a neuro-disruptor at +15 points.

The Mimes can be armed with hallucinogen grenades for +2 points per model, plasma grenades for +2pts per model, tanglefoot grenades for +4 pts per model and haywire grenades for +3 points per model.

Character: One model in the squad may be upgraded to a Mimic for +12 points. A Mimic has the improved profile given above and may take additional equipment allowed by the Harlequins armoury.

Superb Infiltrators: Mimes are adept at scouting and asettingn ambushes. To represent this, they may set up using the infiltrators rule if the mission allows infiltrators to be used. If there is no special Infiltrators rule, the Mimes may make one free move after both sides have deployed but before the first turn starts. They cannot use fleet of foot during this move. You may always deploy your Mimes at the start of the battle, even if they would normally have to be kept in reserve. In missions such as patrol, where you are limited in the number of units at the start, the Mimes do not count towards this limit.

Mimes have a specialised role with the Masque. As scouts and infiltrators they race ahead of a Harlequin force, flipping and skipping, setting ambushes and harrying the enemy.

They are also spies and information gatherers, using their formidable skills in disguise and mimicry to infiltrate into enemy garrisons and command bunkers to steal valuable information on enemy troop movements and deployments.

ELITES

DEATH JESTERS

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Death Jester	47	6	4	3	3	1	4	2	9	-

Number: You may include between 1 and 3 Death Jesters for each Elites choice allowed by the Force Organisation chart.

Weapons: Shrieker cannon and power blades.

Options: A Death Jester may exchange their Shrieker Cannon for one of the following: Shuriken cannon at +5 points; Eldar missile launcher at +15 pts; Brightlance at +10 pts; Fire Pike at +18 pts; Hawks Talon at +15 pts. A Death Jester may be given additional wargear (not weapons) from the Harlequins armoury.

Death Jesters are the heavy specialists of the Harlequin army, able to carry a variety of exotic and deadly emmanents. However, Death Jesters are just as skilled in combat as any Harlequin, and many a toa has charged into combat with a Death Jester and been cut down for their ignorance. When the Harlequins stage a performance, Death Jesters take the part of Death, and are noted by other Eldar for their ironic, some would say downright morbid, sense of humour.

SPECIAL RULES

Independent Character: Each Death Jester is an independent character and follows all the special rules for independent characters given in the Warhammer 40,000 rulebook. Note that all Death Jesters from the same choice on the Force Organisation chart must be deployed at the same time, however they may be deployed separately on the battlefield.



HEAVY SUPPORT

When a hero falls among the Harlequins it is mourned by all within the Masque, and they carry their dead comrades bodies into the webway. Why and where to nobody knows. Sometimes a fallen hero can be brought back to the Masque as a Wraithlord, in just the same fashion as an Eldar Hero can be brought back as a Wraithguard or Wraithlord. However, the Harlequin Wraithlords are still very much Harlequins.

HARLEQUIN WRAITHLORD										
	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Wraithlord	95	4	4	5(10)	8	3	4	2(3)	10	3+

Weapons: The Wraithlord is armed with two Dreadnought close combat weapons. Each fist also incorporates a flamer or a shuriken catapult. Note that the Wraithlord's profile already includes the extra Attack for having two close combat weapons.

Options: The Wraithlord may be armed with one of the following heavy weapons. Shuriken Cannon at +25 pts; Scatterlaser at +30 pts; D-cannon at +30 pts; Eldar Missile-launcher at +50 pts; Brightlance at 45 pts; Starcannon at +45 pts.

Holo-suit: The Wraithlord is protected by a holo-suit. The Wraithlord is surrounded by a shimmering holo-field, that distorts its shape and prevents the enemy from targeting its most vulnerable locations. In all respects this acts exactly like a Harlequin's Holo-suit, giving it a 4+ cover save and halving an enemies weapon skill in close combat.

Mask of Fear: This acts exactly as a standard Harlequin's Mask of Fear.

Implacable Advance: As Eldar Wraithlord.

Fearless: As Eldar Wraithlord.



NEW HARLEQUIN WARGEAR

Firepike

The Firepike is a sophisticated melta weapon, with a distinctive long barrel which can project a melta beam a considerable distance. Like other melta weapons, the Firepike rolls 2D6+Strength for armour penetration against targets that are within half range (9"). It has the following profile:

Rng: 18" S:8 AP: 1 Assault 1

Hawks Talons

The Hawks Talons are a much more powerful version of the lasblaster wielded by Swooping Hawks. It is commonly used by Exarches of that shrine, but it is not unknown for Death Jesters, perhaps those who once served as Exarches, to carry them into battle. They have the following profile:

Rng: 24" S:4 AP: 6 Assault 3

Hallucinogen Grenades

In battle, the Harlequins use hallucinogen grenades to disorientate their enemies just before they attack. The grenades induce hallucination, paranoia and delirium in their victims, causing them to cower in fear, stare into open space or rant and rave at creatures only they can see. A Harlequin model with hallucinogen grenades uses them when it charges into combat. The paranoia and confusion caused by the hallucinations makes it impossible for the enemy to discern exactly how many warriors they are fighting. When working out if one side outnumber the other after an assault, the ratio of models is shifted one 'grade' in favour of the Harlequins. This is best shown by the following chart.

True ratio:

Harlequins outnumbered 4-1+
Harlequins outnumbered 3-1
Harlequins outnumbered 2-1
Harlequins outnumbered
Neither side outnumbered
Enemy outnumbered
Enemy outnumbered 2-1
Enemy outnumbered 3-1+
Enemy outnumbered 3-1+

Counts as:

Harlequins outnumbered 3-1
Harlequins outnumbered 2-1
Harlequins outnumbered
Neither side outnumbered
Enemy outnumbered
Enemy outnumbered 2-1
Enemy outnumbered 3-1
Enemy outnumbered 4-1

Morale checks are taken using the modified ratio by the losers of the assault.

Hallucinogen grenades have no effect against any kind of daemonic creature (including Nurglelings, Avatars), Wraithlords, Wraithguard, Dark Eldar Talos and Warp Beasts, Thousand Sons Chaos Space Marines or Necrons; any model with an armour value rather than a saving throw. Tyranid creatures ignore the effects of hallucinogen grenades unless the Tyranid player scores a 1 on a D6 roll.

Designer's note: Basically a creature has to be truly alive to be affected by hallucinogen grenades. Doubtless at some time in the far distant future we'll introduce some hideous monstrosity that should be immune to hallucinogen grenades, so this list is by no means totally exhaustive and I ask you to use some common sense concerning whether a model should be affected by these weapons. If you are in any doubt, roll a D6; on a 1-3 the model is affected, on a 4-6 it is not (roll every time it is attacked with hallucinogen grenades).

HARLEQUINS

£2 each



DEATH JESTER 1
RTB6/3



DEATH JESTER 2
RTB6/3



HARLEQUIN TROUPIER 2
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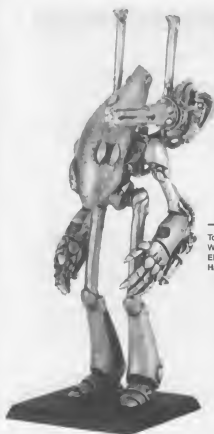
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BLOOD BOWL

MAGAZINE



Jervis and Andy - Da Management!

Welcome to Blood Bowl magazine. A small slice of Blood Bowl mayhem cunningly hidden inside the pages of the Journal. Fans of the Blood Bowl magazine in a stand alone format need not worry as we will doing a Blood Bowl Annual around October which will contain all the material found in the upcoming Journals as well as some brand new stuff, so keep your eyes peeled for that later on in the year.

This month sees the release of the brand new Lizardman team. Rather than simply republishing the Lizardman team rules, which would of probably meant its fourth reprinting (if you need them they are on the Fanatic website), I've come

up with some fun rules for playing Blood Bowl in Lustria. Also this issue Veteran Lizard coach - John Carter, shares his thoughts on turning your Lizardmen from croakers to champions! The Lizardmen are sculpted by Mark Bedford, who is now a permanent member of the Fanatic team. Mark's remit is to sculpt exclusively for us and manage our freelance sculpters. This will increase Fanatic's production of new models and help us fill the gaps in the ranges we know that you want filled - Khemri team anyone?

Speaking of Khemri teams I have noticed some confusion in how a Khemri team is run. So, to clarify, a Khemri team is lead by a Tomb King (the head coach) but also comes with a free Liche Priest. For game purposes the Liche Priest has the same spells and abilities as a Necromancer (see page 5 of Death Zone). Khemri Teams may take Star Players of Undead alignment.

That's all for now, enjoy the issue.

Andy



JUNGLE BOWL

Experimental Rules for Playing Blood Bowl in Lustria and the Southlands by Andy Hall

The rules for Blood Bowl have been written assuming that you will be playing in the Old World but, as every BB player knows, this is not always the case. With the release of the Lizardmen I thought it would be cool to provide rules for playing Blood Bowl in the jungle rather than to just re-print the team list. My aim here is to not alter how Blood Bowl is played, but to add some flavour and break from the norm for the odd game or two. Note, these rules are experimental. Give them a try and let us know what you think of them.

HOME ADVANTAGE

These rules have obviously been written with the Lizardmen in mind. This is not to say that whenever the Lizardmen play they have to use these rules - far from it. It is totally up to the League Commissioner how he wishes to

use these rules. He could decide that Lizardmen teams play half their games using these rules to represent the Lizardmen playing on their own turf. He could state that games are only played in Lustria once a season or even at special cup finals. It does not even have to be a Lizardmen team playing the games - it's totally up to the commissioner.

WEATHER

The climate in the equatorial jungles is a lot different from the weather of the Old World. Use the below Weather Table if playing in Lustria or the Southlands.

2-4 Sweltering Heat: It's very hot and extremely humid. You must roll a D6 for each player on the pitch for heat exhaustion after a touchdown is scored. On a roll of 1 the player collapses and must miss the next drive. Lizardmen are cold-blooded creatures and as such ignore this result.

5-6 Very Sunny: The blinding sunshine causes a -1 modifier on all attempts to pass the ball.

7-10 Nice: Perfect Blood Bowl weather.

11 Pouring Rain: It's raining, making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to catch the ball, including picking it up and handing it off.

12 Torrential Rain: Jungles are not called rain forests for nothing. Treat as "Pouring Rain." In addition Long Bombs (or Hail Marys) may not be performed and the players MA is reduced by 2 due to the extremely muddy conditions caused by the downpour. Heavy jungle rainfalls are notoriously quick; roll again on the weather table after this drive.

RANDOM EVENTS

When choosing Random Events while playing in Lustria use the table on the opposite page.

See Blood Bowl magazine 2 for full rules on the Special Play system.



JUNGLE RANDOM EVENTS SPECIAL PLAYS TABLE

D66	Result	D66	Result
11-12	MALARIA: Declare this Special Play immediately (now!). One Player in the opposing team has contracted this deadly disease. Randomly select the player who must roll on the Specific Injury Table on page 8 of BBmag1 (or page 4 of Gold edition).	33-34	BURST BALL: Use at the start of any of your turns. The ball bursts on a sharp jungle branch and both coaches must move their turn markers one space along the turn record track to represent the time lost while it is replaced. Play then continues.
13-14	INSPIRATION: Declare this Special Play immediately (now!). You may give one player in your team an extra MVP. If the additional SPPs take them up a level you may make the Star Player roll before the match starts.	35-36	LOST! Declare this Special Play immediately (now!). One randomly selected opposing player has become hopelessly lost in the jungle undergrowth and must miss the match. They are found in time for the next game.
15-16	WHAT HEAT?: Declare this Special Play immediately (now!). The Head Coach has chanced upon a jungle water carrier who is promptly employed just before the game. Your Team may treat results 2-4 on the above weather table as Nice: Perfect Blood Bowl weather.	41-42	CARNIVOROUS PLANT: Use at the start of your opponent's turn. Pick any player within 6 spaces of the outside edge of the board. Vines shoot out from the foliage surrounding the pitch, grab the player and drag him into the waiting maw of the giant plant. Roll a D6 for the chosen player, if the number equals or exceeds the number of spaces the player is away from the board edge then he is grabbed by the vines and dragged off the pitch and into the plant's mouth! Roll on the injury table, on a result of Stunned he is placed into the reserves box.
21-22	DOOM & GLOOM: Declare this Special Play immediately (now!). It may be the climate but the opposing team is feeling uninspired and must cut the number of team re-rolls they have in half (rounding down) for this match only.	43-44	THE BIG MATCH: Declare this Special Play immediately (now!). The Match is being televised by the NBC (presumably because no one can afford to go to Lustria) and both Teams double their winnings at the end of the match.
23-24	STAMPEDE: Play this card at the beginning of the second half after everybody has set up. Treat Stampede like "Pitch Invasion" which is on the Kick Off table. Obviously it is not the fans causing the injuries (this time!) but the rampaging beasts that crash through the pitch.	45-46	PYTHON: Use at the beginning of your opponent's turn. A player of your choice has stepped on a sleeping python. The targeted player must immediately make a dodge roll to a surrounding square, normal modifiers apply. If the player fails it is not a turn over, however the player may not make any more actions this turn and must immediately make an armour roll at +1 and, penetrated the injury roll is modified by +2.
25-26	THAT MAKES ME MAD!!!: Use after your opponent declares a foul. The player that was targeted for the foul immediately stands up and the opposing player must make a block against them instead!		
31-32	AWAY FANS STRANDED! Declare this Special Play immediately (now!). No opposing fans have managed to travel the great distances involved to get to Lustria. Fan Factor 0 for this match only.		

- 51-52 **THE CHUCK:** Use at the start of any of your turns. Your fans inspire the team with an awesome display of "The Chuck". Add +1 to your team re-rolls for this half only.
- 53-54 **ROAR ROAR!** Play at the start of any of your opponent's turns if the ball is lying on the ground in an empty square. A bit like Woof Woof only a lion has grabbed hold of the ball! You may move the ball to a new square within 2D6 squares of where it started. Unlike Woof Woof you can drop it into an occupied square. If the square is occupied by a player the lion rears up and attacks, roll for armour and injury as normal (The lion counts as having the Claw skill). The ball will scatter 1 square if dropped in an occupied space.
- 55-56 **LEECHES:** Use at the start of your opponent's turn. D6 random players on the opposing team find giant blood sucking leeches feasting on them! These players gain niggling injuries for this game (roll now and if a one is scored remove them from the pitch) and the next game.
- 61-62 **CRAZY REF:** Use if the opposing team try to "Get the Ref". The referee beats off the fans and chases them from the stadium, reducing the opposing teams fan factor to 0 for the rest of the match.
- 63-64 **DRUMS:** Use at the start of your opponent's turn. The constant banging of tribal drums begins to reverberate round the pitch having an unnerving effect on the players. The opposing team may not use any team re-rolls this turn.
- 65-66 **BLOWPIPES:** Use at the start of your opponent's turn. A local tribe considers your opponent's team a threat. Blowpipes are suspiciously seen emerging from the jungle surroundings. D6 random players of your opponent's team are struck by poison darts (players can be struck more than once). Roll for armour as normal and add +1 to the injury table if an injury is scored. Only players on the field maybe hit.

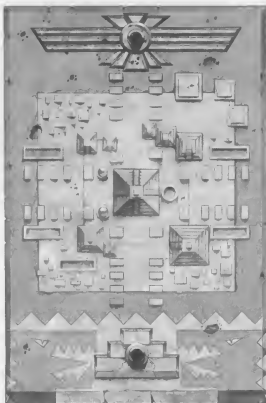
THE ENCROACHING JUNGLE

Finding clearings large enough for a Blood Bowl pitch in the jungle is not easy. Even with use of an axe the jungles of this Chaos infested world can be stubborn in refusing to give up their ground. Before you start the game roll a D6 this is how many jungle trees are on the pitch.



Trees

Representing your trees could not be easier! Most 40k players will already have jungle tree sprues from the boxed game, they are also available separately. Forgeworld also produces a very grandiose jungle tree. If you do not want to buy trees then have a go making some. Chances are that if you're already a wargamer then you will have some spare trees about.



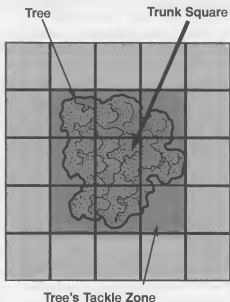
Placing the trees

Players take turns placing the trees. You may put the tree in any square in your half, it then "scatters" D6 squares. If the tree leaves the pitch then use the "throw in template" and it will go another D6 squares. If the tree ends up in your opponents half then this is where it stays! If you have decided that playing in Lustria is a home game for a team (Amazons, Lizardmen, etc) then they will get to place the odd tree (if you roll 1,3 or 5). If there is no such arrangement then the team with the highest fan factor places the odd tree.



Jungle Trees in Play

A tree occupies one complete square (no matter how big the model is); this square may not be moved through or occupied by any players. Trees have a tackle zone like the players. Any movement through a tree's tackle zone is treated like sprinting, as players try not to trip over the tree's roots. (If you are already sprinting then you must roll twice, once for the sprint and once for the roots.) Any dodge roll out of a square in the tree's tackle zone is at an extra -1 again due to the trees roots and loose vines that surround it.



Passing

If a thrown ball passes through the trees tackle zone then you must add an extra -2, as

the ball must be thrown clear of the tree's canopy. If you roll a fumble while throwing a pass through a tree (quite possible with the -2) then instead of dropping out of the player's hand the ball will stop at the first square it comes to in the tree's tackle zone and scatter one square. This represents the ball getting snagged in the tree's branches. If you roll a natural 1 when trying to pass then treat the fumble as normal (page 21 of the handbook). A pass cannot go through the square occupying the trunk. A Long Bomb (or Hail Mary) can clear the tree's height and therefore go through the trunk square, but is still susceptible to the -2 penalty of passing through the tree's leafy canopy. If for any reason the ball ends up in the trunk's square it immediately scatters D6 squares as it bounces off the trunk.

In the Jungle

So there you have it, the presence of trees (not Treemen!) on the pitch adds a great element fun and tactics to a game making a nice change, especially if you're playing in a league. This article creates a framework for new settings and climates to play Blood Bowl, which I welcome people to do. Although I would recommend they follow the formula I have set here: subtle changes to the Weather Table and a random events table with relevant incidents. This will usually be enough to represent the different areas of the world. If you are feeling adventurous then you could come up with rules for some kind of pitch obstacle like the jungle trees above or even, say, stalagmites if you're doing rules for Blood Bowl in the ancient dwarf halls etc. The list is endless, let me know what you come up with.

Anyway, as Jervis always says, keep rolling sixes.

Andy



I HAVE SEEN THE FUTURE... AND IT'S SCALY

By John Carter – Head Coach of the Lustrian Cobras

THE FINE ART OF REPTILIAN BLOOD BOWL

Ah, at last the mighty machine that is Fanatic has produced a project close to my heart (well... there's also the Warmaster Kislevites, and Necron fleet, and – back to the point Carter), the finest reptiles ever to grace an Old World pitch are finally to make an appearance centre stage.

Last season saw me field a bizarre collection of mutilated miniatures originally destined for my Warhammer Lizardman army. The choice was inspired by far too much drink one night as I pored over the Blood Bowl rules trying to decide which mighty collection of players I would lead to utter defeat this time. Seeing the Lizardman rules in one of Fanatic's earlier publications (so early in fact, that it wasn't Fanatic at all), I went to my fellow players before the league kicked off to ask their valued opinions in my choice of team. The chorus of ridicule and derision that I received hardened my resolve to face the odds and field this folliclely challenged team. By the end of the season I had racked up a respectable score (actually the best season I had ever managed in all my years), and had a team viewed with respect (and even down right fear from several pointy eared teams) by most of the league.

Hopefully this little article will help other cold-blooded coaches out there, with a team that while a little slow off the ground, is easily capable of cruising to the top of any Blood Bowl league.



THE EARLY STAGES

Playing Lizardmen usually means early disappointment. The team excels once its naturally gifted players (high strength, armoured Saurus and fast slippery Skinks) gain a few skills, however unlike the all rounder humans, or specialized Elves and Dwarfs, the Lizards have a tough time in their 'natural' state. The key to success with Lizardmen is always considering your players advancement (a hefty investment in Assistant Coaches for

those extra SPs is very worthwhile). Losing a game (or two) early, while preserving and nurturing your players pays off in the long run (i.e. the final league positions) more for these reptiles than any other race.

The initial line up for your team should feature as many Saurus as you can afford, these players form the core of your team (while all the Skinks run around and do mundane things like scoring), and scare opponents. Kroxigors are basically big Saurus, and are best left till later in the league (all those points are difficult to justify on set up), while I'd advise leaving Star Players out entirely, while they'll help you win a few early games, they'll be taking valuable SPs off the players who really need them (and the new Appearance Fees are frightening).

Finally when setting up your team, don't scrimp on the team re-rolls, as you'll find these desperately useful (and they're not easy to get later in the league).

TACTICS

The 'Tortoise'

While the pocket tactic is familiar to all Blood Bowl teams, as the base for a passing play (a speciality of the humans, Skaven and Elves), or the general push (particularly used by the Undead, Orcs and Dwarfs), the Lizardmen version, the 'tortoise', is truly awesome.

Protect your ball in the 'shell' of Saurus (assisted by Skinks), and barrel straight down the field on one wing (your high ST and MV allows you to bull your way through even Dwarfs at a fairly rapid rate). Your opponent either has to call in most of his team to stop this juggernaut, or rely on luck. Either way, you are then in control and running the game, going for a long drive to eventually score (hopefully causing a few casualties on the way) or watching him open himself up to the 'Jink'.

The 'Jink'

Just as the pocket is a natural for Lizardmen, this additional tactic is only possible with the mix of players the reptiles are gifted with.

Once you've drawn most of his team across the pitch to desperately stop your 'tortoise' driving (admittedly slowly) towards his end zone, you

can pull the 'Jink'. Simply slip the ball carrier (one of your high speed Skinks) out of the pocket and race sideways across the ditch. Usually you're able to support him with a small bodyguard of Skinks (and maybe the odd Saurus), and also shuffle your main Saurus scrimmage line around to block the direct path between most of his team and this new threat. At this point it comes down to your opponents backfield and the Skinks speed, and even a small bodyguard of Skinks can usually hold off the odd backfield player long enough to get the ball carrier across the line.



THE PLAYERS

Skinks

Well, they're short, and against anything except a halfling, likely to come off worst in a fight. However this is also a great strength, you'll always be trying to avoid fights with their low ST, and that fact, combined with their Dodge and Stunty skills means they naturally fall into their most effective playing style. As fast ball carriers, dodging around the opposition defence, and hurling themselves into assists for your mighty Saurus or 'Ace in the Hole' (see below), the humble Skink is actually the match winner for any Lizard team. They rapidly amass a horde of SP points, and you'll soon have a number of specialised Skinks that will bewilder your opponent, some of the most interesting of which are:

'The Scorer'

With Sprint and Catch (Sure Feet makes this veteran a real game winner), this lightning quick, slippery lizard will out-run almost all opposition, being particularly good at springing from the slowly advancing 'tortoise' to score, or pulling off the electrifying 'Jink' tactic.

His effectiveness can be multiplied, by using him in conjunction with a 'Spoiler', a bodyguard with Guard running mate, to defeat your opponent's backfield player.

'Ace In the Hole'

Your opponents will get to know your abilities after a while, and dismiss your Skinks as a fighting force quite quickly. However, a Strip Ball and Block equipped Skink held backfield can often ruin the victory dance your opponent launches into, when his prize catcher/runner has broken clear of your front line. Imagine his

face as the lowly Skink backfield he'd dismissed uses his high speed to intercept the ball carrier and promptly smash him to the ground (with the ever useful extra Skink assist). Even after the surprise has worn off after a game or two, you'll find all your Skinks treated with a new respect, as he warily eyes them over, trying to remember which one watched too many Bruce Lee films as a tadpole.

With advancement being the key to the lizards success, any roll that gets an attribute increase or 'any skill/trait' result is immensely valuable. Skinks that get ST or Dauntless (from an 'any skill/trait' result) should be developed into 'Ace in the Hole' players, while MV guys should be enhanced with Sprint / Catch / Sure Feet.

Saurus

Right let's make this clear, unless your opponent fluffs his kick off, and you get to actually start your drive by giving them the ball, give no thought at any time to letting the Saurus near the thing. As desperate as you may get in a match, if you've ever tempted to use a Saurus to touch the ball, you should slap yourself a couple of times, and then reassess the situation to see what you can really do. By all means if you can't get a Skink to the ball lying on the ground, surround it with hulking Saurus, but never be tempted to try and actually pick it up.

What Saurus really excel at is fighting. In a punch up there's little that can match a Saurus with Block, however, as they never score, it's quite difficult to amass the SPs to get the skill till later in the league. In compensation, the great Referee in the sky (pond?) saw fit to grant them a profile most other teams would die for. If you remember to try and spread those odd 'off the pitch' kick offs, you'll soon deck enough of the opposition to get a number of them Block (and don't forget those Assistant Coaches you bought). You can then watch the other coach flinch every time you reach for the 'ard man of Blood Bowl.

AND FINALLY

Well that's about it for basic reptilian strategy, brace yourself for the long haul, and ultimate victory (usually after a slightly shaky start admittedly).

But what about when your regular opponents have worked out your plays? Well, use the lesser races for what they're best at – serving the cold blooded master race. Out-fox everyone by buying an allied High Elf Thrower, and have one of the best passing teams in existence!



BLOOD BOWL LIZARDMEN



The Mage-Priests foretold the game of Blood Bowl thousands of years before it was discovered by the Dwarf Roze-El. So it is no surprise that the Lizardmen play Blood Bowl. It has even been rumoured they were playing it years before Blood Bowl's discovery, in preparation for the leagues of today!



Skink with long crest
FBBM019



Skink with single small crest
FBBM020



Skink with double small crest
FBBM021

Skinks are £2.00 each



Skink with no helmet
FBBM018



Saurus with two horns
FBBM017



Saurus with one horn
FBBM016

Saurus are £3.00 each complete



Kroxigor without head crest
FBBM015 - £5.00



Alternative Kroxigor
head



Saurus Star Player,
FBBM022 - £6.00

Also Available: Kroxigor with head crest
FBBM014 - £5.00 (Same model with head swap)

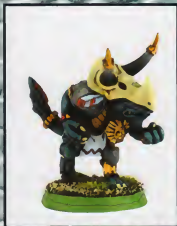
TEAM DEAL - 4 Saurus, 1 Kroxigor, 7 Skinks Only £25 pounds.
(To make into a complete team buy 2 re-rolls and a fan factor of 1)

LIZARDMAN

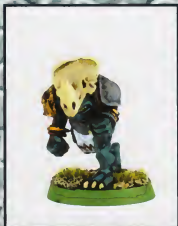
BLOOD BOWL TEAM

Tammy has used the following Citadel colours for our Lizardman team.

From a black undercoat the skin has been painted with Hawk Turquoise, highlighted by adding Skull White. The Skink's crests were painted with Blood Red. Armour and jewelry were painted with Shining Gold. Helmets are Bleached Bone over a Bestial Brown base coat. The Kroxigor's underbelly is Vomit Brown.



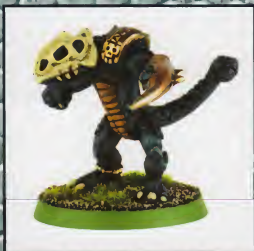
Saurus Star Player



Saurus 1



Saurus 2



Kroxigor



Models designed by Mark Bedford and painted by Tammy Hays.



Morky Squig

Da tale uv da mighty
Kaptin Orkhab!

Brought ter ya by Dave "Squig brain" Handy

Oll! Don't be cussin' me Ishmael, coz' dat iz not me name! See, I wuz bored wiff da usual routine uv git smachin' an' all dat, so I decided ter be a freebooter fer a bit...



Soon, I wuz onboard a fast squiging ship, da Perkhwaagh. We headed right fer da squig-huntin' grounds uv Nogero...



Our Kaptin, a surly git named Orkhab Yellowssquig, noticed right off dat dis whale-squig wuz speshtul.



Morky Squig! Da Kaptin leaped inter a longboat an got stuck right in wiff da legendary beast!



Da beast sodded off, takin' a plecter uv da Kaptin wiff 'im! Orkhab were too stubben ter die (an' boy, did we try!) so's we took 'im ter da painbog...



Da serjery wuz a good 'un, but da Kaptin wuz nevva quite da same (but who iz after a trip ter da painbog?). 'E wuz all surly an' broodin', an' obsessed wiff huntin' down da great albino whale-squig wot had taken a bite out of 'im.



Morky Squig by Dave 'Squig brain' Handy.



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